

<p>Date of Competition: March 22, 2024</p> <p>Location of Competition: Campus Regina Public 1069 14th Ave E. Regina, SK S4N 0T8 Room: 102/103</p>	<p>Schedule: Orientation: 7:30 am Project Start: 8:00 am Mandatory lunch break: 12:00 pm – 1:00 pm Contest Completion: 4:00 pm</p>
<p>Provincial Technical Committee Chair: Name: Marni Gutscher Email: mgutscher@chinooksd.ca</p>	<p>*Lunch will be provided for competitors. **Closing Ceremony Time and Location TBD</p>

1. INTRODUCTION

1.1 PURPOSE OF THE CHALLENGE

Candidates will manipulate the block for an unlined jacket with a collar and lapel, zipper closure and set in sleeves and include required design elements (see below) and construct a jacket.

1.2 DURATION OF THE CONTEST:

When planning the details, candidates should consider the time frame of the Competition. The entire jacket must be completed in 7 hours.

2. DESCRIPTION OF PROJECT AND TASKS

2.1 - BEFORE COMPETITION:

Candidates must prepare a color fashion illustration of their proposed jacket design (Fabric TBA -Denim). Points will be deducted if the fashion illustration is not completed or submitted at Orientation. Illustration must be 11"x17" in size.

Candidates must use the watermark croquis provided on the Skills Canada Website to complete a front and back technical drawing. It is intended that the drawing be completed on the Watermark croquis page. The technical drawing must be completed in pencil and must include the collar and lapel, a visible functional zipper front closure, double welt pockets and set in sleeves, as per the basic jacket block. The Technical Drawing must not be coloured. Points will be deducted if the technical drawing is not completed or not submitted at Orientation. Points will be deducted if the final garment does not match the technical drawing.

2.2 - DURING THE COMPETITION:

Competitors will be provided with a jacket block. Competitors **MUST NOT** alter the following mandatory components of the jacket block when creating the pattern, and the final construction must reflect the dimensions of the pattern:

- Sleeve cap (No pattern modification to the sleeve cap)
- Armhole shape
- Collar and lapel
- Neckline

- Shoulder length
- Center front panel piece including zipper closure. Can be shortened or modified from waistline to bottom.
- The length of the jacket must be finished between the waist line and hip line (no longer than 28 cm below the waist line).

Projects that do not include all the mandatory requirements will be marked as incomplete and will not receive any points for the missing components.

2.3 DESIGN COMPONENTS (level of difficulty and execution of design components will be considered when judging):

- Fabric will be provided for the Exterior. No lining will be incorporated. However, all seams must be finished according to industry standards. Lining will only be available for welt pockets.

2.4 TASKS THAT MAY BE PERFORMED DURING THE CONTEST:

- Competitors will be creating a (Denim/Twill) jacket (Fabric TBA)
- Technical drawing (must be done by hand - pencil) and fashion illustration must be completed with all design elements and handed in (at Orientation)
- Candidates will create their pattern from the jacket block provided
- Industry sewing standards for garment construction to be maintained as equipment allows.
- As part of the evaluation, the following aspects will be considered:
 - 1) The degree of difficulty and skill level of the pattern development as it affects the construction of the jacket.
 - 2) The quality of the jacket construction.
 - 3) The fit and wearability of the jacket.
 - 4) The overall appearance of the garment and conformity of the design to the technical drawing.
- Design must incorporate the transfer or conversion of **all** darts
- Competitors must incorporate two symmetrical Double welt pockets. With a width of 12 cm or 15 cm

NOTE: Pockets must be identical but position on garment may vary. Additional pockets may be included as extra design details.

- Mandatory pockets must be on the EXTERIOR of the jacket. If they are placed on the sleeve they will not be included as part of the sleeve evaluation
- Competitors must include a minimum of two of the following Design Components on the body of the jacket (**Design Components added to the sleeve will be included in the evaluation of the sleeve and cannot be selected as their design element.**)
 - 1) Yoke or other design lines.
 - 2) Vents
 - 3) Slits
 - 4) Tabs
 - 5) Belt
 - 6) Added fullness (pleats, gathers, tucks etc.)
 - 7) Extra pockets etc.
- Competitors will identify their design elements (#1, #2 and Extra design elements) during orientation.
- Competitors must also use a minimum of two of the types of notions provided (hook & eyes, snaps, D-Rings, others TBA). A minimum of one type of notion must be used on the exterior of the jacket.
- Industrial Standard hem treatment for design must be incorporated.

- Competitors will be asked at orientation to complete a notions order form. Extra notions will not be provided once order form has been submitted.

2.5 - Block for the jacket with collar and lapel, Zipper front closure, and set in sleeves include 1.2 cm seam allowances. The block includes;

- Jacket front (2 pieces)
- Jacket back
- Upper collar
- Under collar
- Top sleeve
- Under sleeve

2.6 MATERIAL

Material provided by Skills and Watermark croquis for technical drawing is available online.

Jacket Supplies:

- 2.5m (147 cm wide) medium light weight woven (Twill/Denim) (TBA) fabric
- 2m interfacing
- ~2m pattern paper
- Shoulder pads and Sleeve heads
- Zipper 20-25cm visible metal separating. **Note:** Lengths may vary slightly due to availability.
- Optional notions: TBA - eg. Snaps, decorative rivets, belt buckles, hook & eyes, D-Rings etc.
- Thread
- Lining for the welt pockets-only. (0.25m)

2.7 Fabric swatches and Jacket block will be provided once candidates are accepted into the competition.

2.8 Whereas the Test Project has been circulated to competitors in advance, the PTC may change a maximum of 30% of the work content.

3. ASSESSMENT

3.1 POINT BREAKDOWN (NOTE: THIS MAY BE SUBJECT TO CHANGE)

Tasks	/100
Final fit & appearance	/10
Creativity and suitability of design (this includes fashion illustration and technical drawings)	/5
Sewing of seams, darts, and hems	/15
Collar and Lapel	/15
Sleeves	/15

Zipper Closure	/5
Pockets –Double Welt	/10
Design Details (1 & 2)	/10
Notion Details (2)	/5
Extra Design Details	/10

3.2 TIES:

TIEBREAKER #1:

In the event of a tie, the Competitor with the highest combined score for the "Collar and Lapel" and "Sleeves" criteria will be declared the winner.

TIEBREAKER # 2:

If a tie still remains, the Competitor with the highest score in "Collar and Lapel" Criteria will be declared the winner.

TIE BREAKER #3:

If a third tie occurs, the Competitor with the highest combined score in the "Design Detail #1" and "Design Detail #2" criteria will be declared the winner.

<p>Skills Canada Saskatchewan</p> <p>3634 Millar Ave. Saskatoon, SK S7P 0B1</p> <p>infosask@skillscanada.com</p> <p>(306) 373 6035</p>	<p>Jayden Leister Executive Director jaydenl@skillscanada.com</p> <p>Heidi Friesen Lead Competition Coordinator heidif@skillscanada.com</p> <p>Adrienne Markham Program and Events Coordinator adriannem@skillscanada.com</p>
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